

Mainlining the reMarkable 2 eInk tablet

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reMarkable 2 (rM2)

- eInk Tablet
- Uses i.MX7 SoC
- Ships with 4.14 vendor kernel



<https://remarkable.com/>

Existing Community

reMarkable 2 support #48

Closed torwag opened this issue on 11 Sep 2020 · 58 comments



torwag commented on 11 Sep 2020

The rM2 has different device paths and hence it requires some adaption to run oxide on the rM2.

A file-tree of the sys folder rM2 was provided by @ddvk is here:
[tree.txt](#)

Eeems added the **enhancement** label on 11 Sep 2020



reMarkableWiki
Everything about the reMarkable Paper Tablet

You are here: [start](#) » [tech](#) » [rm2_framebuffer](#)

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- [Troubleshooting](#)
Problems, Recovery, Factory Reset, ...
- [Tips & Tricks](#)
Customizing, 3rd Party Software, ...
- [Frequently Asked Questions](#)
Shipping, Daily Usage, Problem fixes...
- [Technical Details](#)
Specs, Access, OS, Hardware and Accessories, ...
- [Development](#)
How to write your own Software

The reMarkable 2 Framebuffer

As opposed to the rM1, the rM2 does not use the embedded EPDC of the i.MX 7. Instead the **Electrophoretic Display** is connected directly to the LCD controller. This means all stuff that the EPDC would normally do is now done in software, which is mainly writing the correct (temperature dependent) waveform to the framebuffer in order to get the display to show what we want.

The software that implements the EPDC in software is called SWTCN by the reMarkable team. It's closed sources which makes it difficult to get custom applications working. The SWTCN is included in both the Xochilil and remarkable-shutdown executables. It's compiled in statically and only one can run at the same time. All of the analysis that follows was gotten by reverse-engineering the remarkable-shutdown executable of firmware version 2.4.1.30.

Display QImage

The SWTCN is created by a singleton that wraps it in a Qt QImage. The singleton is created and can be retrieved by a `getInstance` method at `0x00021f54`. This method will return the instance if it exists and otherwise create one by calling `0x00021d64` (`MakeInstance`). The `MakeInstance` method initializes some fields but ultimately it calls a function that creates the SWTCN threads. It then waits until the threads are initialized before returning (function at `0x00022f89`).

SWTCN threads

The function at `0x00023ca4` creates two threads after reading the waveform files. One is called the 'vsync and flip thread' by the debug messages, the other is called the 'generator thread'.

The vsync thread seems to be mainly responsible for updating the 'phase' of the framebuffer. It first initializes the display in a similar way to uboot (`epd_display_init` in `uuboot source`). It will then display different 'phases' of the framebuffer image by using the pan ioctl. It seems that there are 16 virtual framebuffers allocated which are panned through to get the different waveform phases on the screen.

The generator thread listens for updates and processes commands sent through a linked list. It also has a second private linked list where some command buffers get put on after being processed.

You are here: [start](#) » [tech](#) » [specs](#) » [rm2_specs](#)

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reMarkable 2 — Specifications

Official specifications

Size	187 x 246 x 4.7mm
Weight	Approximately 403.5 gram (0.88 lb)
Display	10.3" monochrome Electrophoretic Display
Resolution	1872x1404 resolution (226 DPI)
Digitizer	EMR (electromagnetic resonance) digitizer from Wacom
Storage	8GB
Memory	1024 MB LPDDR3 SDRAM
Battery	3000 mAh
CPU	1.2 GHz dualCore ARM CPU

ddvk / [remarkable2-framebuffer](#) · Public

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master 7 branches 15 tags

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About

- matteodealbre Open shim only if server is working & signal to systemd (#87) 1 commit 19 days ago
- `github/workflows` add build script for ghactions 14 months ago
 - `scripts` [server] change instructions to use xochilil & set process name to rm2... 9 months ago
 - `src` Open shim only if server is working & signal to systemd (#87) 19 days ago
 - `gitattributes` [docs] add demo 14 months ago
 - `gitignore` Add support for release 2.9 (#65) 6 months ago
 - `LICENSE` change the license to MIT 15 months ago
 - `README.md` Add info about how to check for version compat (#73) 4 months ago
 - `dist.sh` Bump version numbers in dist.sh (#54) 11 months ago
 - `rm2b.pro` Add support for running xochilil using the client. (#29) 13 months ago

remarkable2 framebuffer reversing

Readme

MIT License

176 stars

19 watching

15 forks

Releases **14**

v0.0.13 Latest

17 days ago

+ 13 releases

Packages

No packages published

Contributors **12**

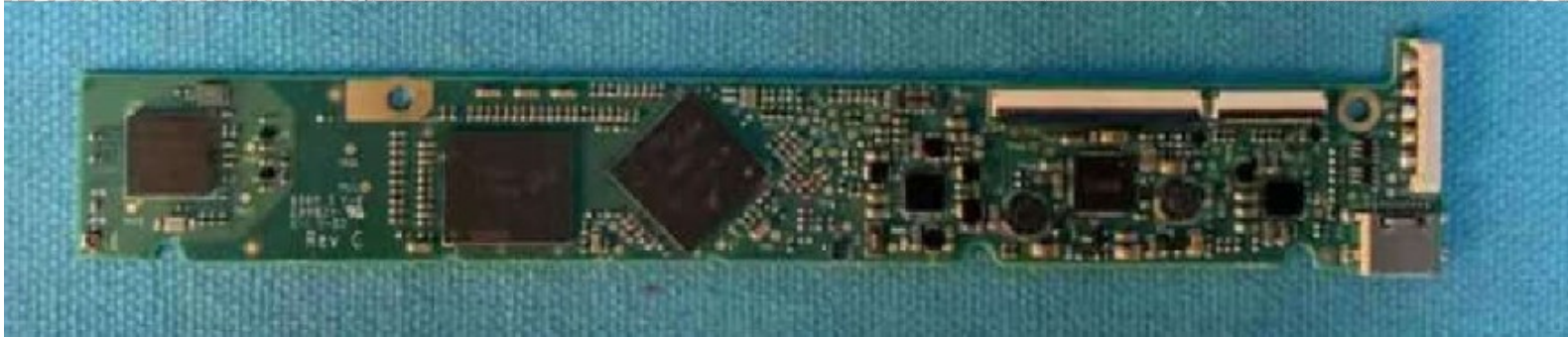


README.md

remarkable2-framebuffer

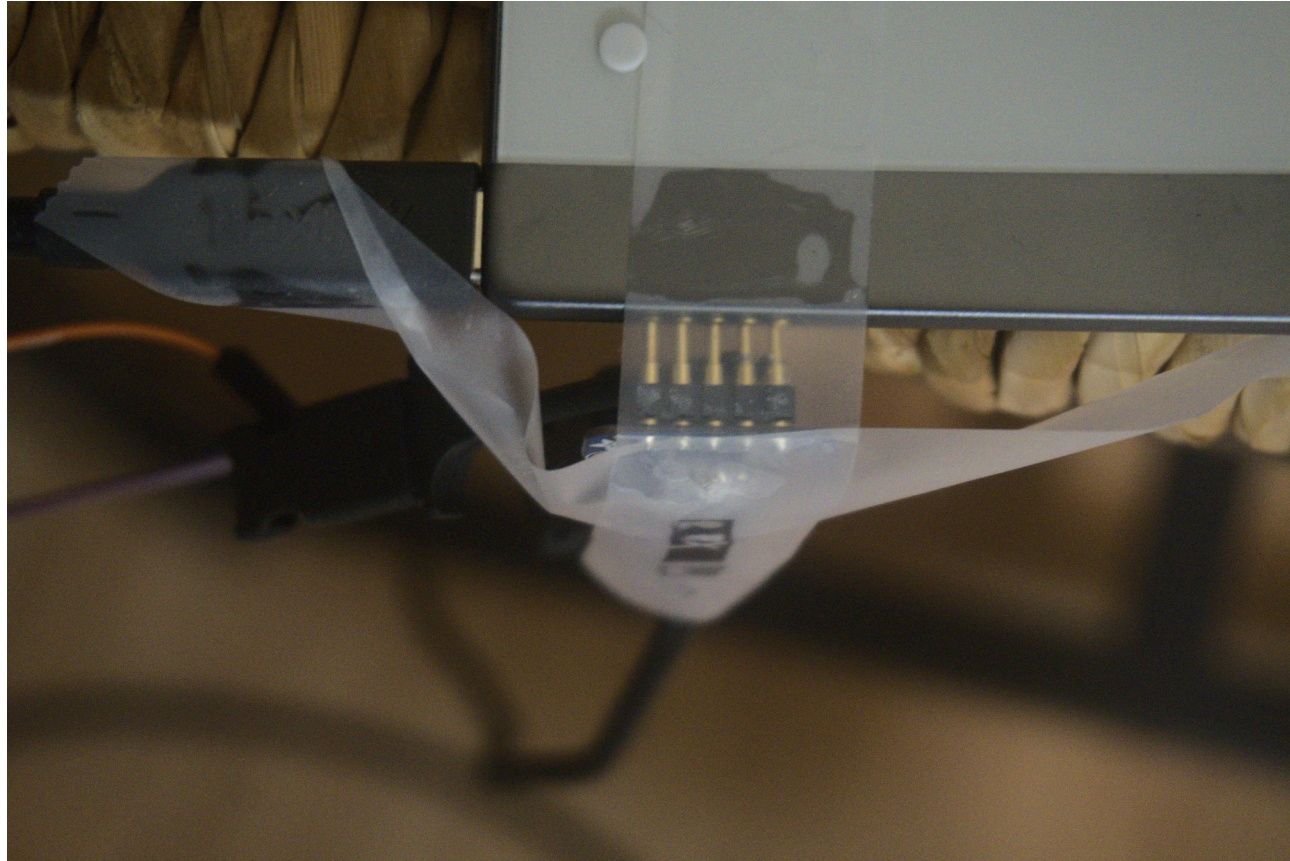
This repo contains code for drawing to the rM2's framebuffer.

Initial Investigation



<https://fccid.io/2AMK2-RM110/Internal-Photos/Internal-photos-4523931.pdf>

Accessing the hardware

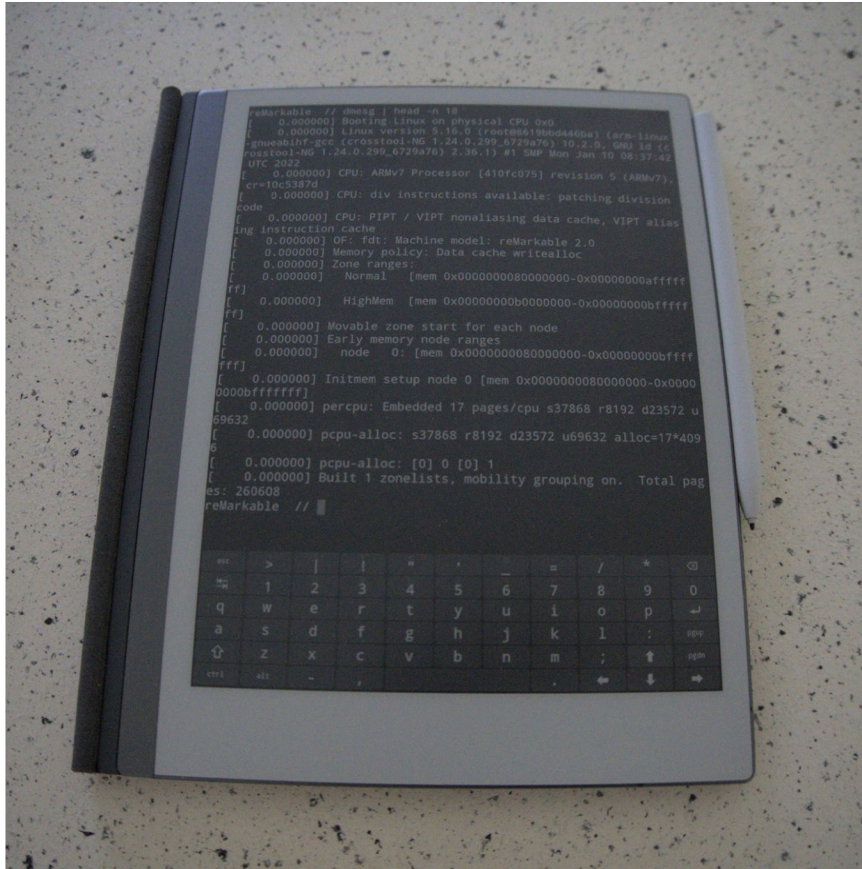


Accessing the hardware



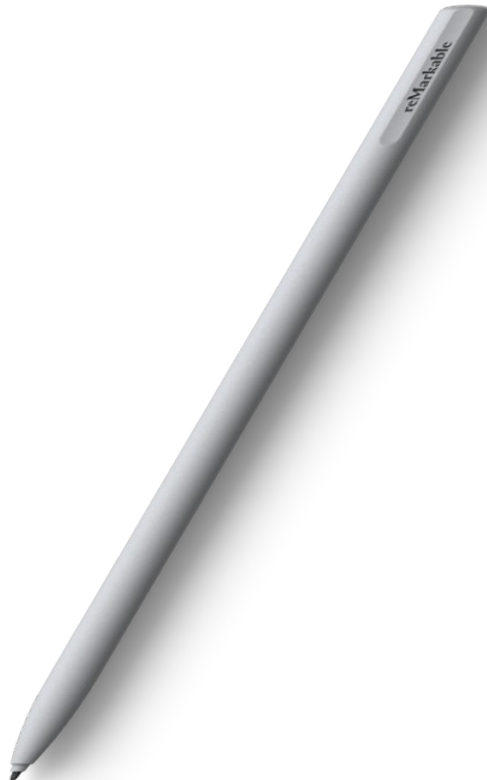
- The pogo pins provide UART TX and debug downloader mode (with uuu)

Bringup and WiFi



- OpenEmbedded RootFS
 - <https://github.com/Freescale/meta-freescale-3rdparty/blob/master/conf/machine/imx7d-remarkable2.conf>

I2C Wacom



```
linux-kernel.vger.kernel.org archive mirror
search help / color / mirror / Atom feed

* [PATCH v10 00/12] Add Wacom I2C support to rM2
@ 2021-08-29 9:19 Alistair Francis
  2021-08-29 9:19 ` [PATCH v10 01/12] dt-bindings: Add Wacom to vendor bindings Alistair Francis
    (12 more replies)
  0 siblings, 13 replies; 26+ messages in thread
From: Alistair Francis @ 2021-08-29 9:19 UTC (permalink / raw)
To: dmitry.torokhov, linux-input, linux-imx, kernel, pinglinux,
    tatsunosuke.tobita, junkpainting, ping.cheng
Cc: linux-kernel, alistair23, robh+dt, devicetree, Alistair Francis

Add support to the reMarkable2 (rM2) for the Wacom I2C device.

This is based on the reMarkable Linux fork and with this series I am
able to use the Wacom digitiser on the rM2.

v10:
- Add a new patch to determine the generation
- Use generation to determine if tilt is supported
- Address comments from v9
- Remove flip-pressure
v9:
- Add two new patches
- Fixup the device tree interrupt line
v7:
- Fix the compatible name and documentation

Alistair Francis (12):
dt-bindings: Add Wacom to vendor bindings
dt-bindings: touchscreen: Initial commit of wacom,i2c
Input: wacom_i2c - Add device tree support to wacom_i2c
Input: wacom_i2c - Add touchscreen properties
Input: wacom_i2c - Read the descriptor values
Input: wacom_i2c - Add support for distance and tilt x/y
Input: wacom_i2c - Clean up the query device fields
Input: wacom_i2c - Add support for vdd regulator
Input: wacom_i2c - Use macros for the bit masks
Input: wacom_i2c - Allow flipping the values from the DT
ARM: imx_v6_v7_defconfig: Enable Wacom I2C
ARM: dts: imx7d: remarkable2: add wacom digitizer device

.../input/touchscreen/wacom,generic.yaml | 68 +++++
.../devicetree/bindings/vendor-prefixes.yaml | 2 +
arch/arm/boot/dts/imx7d-remarkable2.dts | 61 +++++
arch/arm/configs/imx_v6_v7_defconfig | 1 +
drivers/input/touchscreen/wacom_i2c.c | 262 ++++++-----
5 files changed, 358 insertions(+), 36 deletions(-)
create mode 100644 Documentation/devicetree/bindings/input/touchscreen/wacom,generic.yaml
```


eInk Panel



Debugging: Sleep reset



<https://www.embarcados.com.br/servindo-watchdog-adequadamente/>

Mainline Status

- 5.17 kernel
 - Full boot support
 - WiFi support
 - Wacom touchscreen
- Patches pending
 - silergy,sy7636a MFD
 - LCD support
 - Cyprus Cytts5 touchscreen support
 - i.MX Watchdog ping support

Next steps

- Get current patches on list merged
- Get the Toltec package merged
 - <https://github.com/toltec-dev/toltec/pull/488>
- Get low power mode working
- Fix up paper cut bugs
- Reverse engineer elnk driver
 - <https://github.com/matteodelabre/waved>

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2022